

read - 11/1/92
discussed 11/4/92

Stacy Gets Announced - Sean Kelly

OK but unrequited

Love Ran & met C leave for different reason
(not to make whole here forget)

Let's - Rush →



SHINING TIME STATION

STACY GETS AMNESIA

EPISODE # 325

BY

SEAN KELLY

Directed By
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From Characters and Storylines Created By
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TABLE DRAFT
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LIVE ACTION: JAN 15/93
MATTE: JAN 20/93

SCENE 1
(MAINSET)

(ON THE TICKET COUNTER IS A VASE OF FLOWERS. MR. CONDUCTOR NEAR IT. HE IS LOOKING FEARFULLY UP AT THE SOURCE OF BUZZING SOUNDS...HE COVERS HIS HEAD AND DUCKS AS THE BUZZING GETS LOUDER. A SQUADRON OF DIVE-BOMBING BEES ARE OBVIOUSLY INTERESTED IN THE FLOWERS. THEY RETREAT [ONCE HE IS SAFE, HE BRAVELY SHOOS THEM OFF]. HE THEN QUICKLY REACHES INTO HIS BAG AND BEGINS TO SCATTER SOME SORT OF GLITTER-DUST ON THE FLOWERS. DAN ENTERS)

DAN:

Hi, Mr. Conductor.
Whatcha doing? Trying to
make those flowers dis-
appear.

MR. C:

No, I'm trying to make
those bees disappear!

DAN:

What bees?

SFX: BEE BUZZING INCREASINGLY LOUD

MR. C:

Those bees!

(MR. CONDUCTOR HITS THE DECK. DAN WAVES ONE ARM WILDLY, PULLS HIS SHIRT UP OVER HIS HEAD, DUCKS, ETC...)

SFX: BEE BUZZING RETREATS

(DAN COOLS IT, MR. C SCATTERS MORE POWDER)

SCENE 1 (CONT'D)

MR. C:

This powder is called
"Lethe-dust." It's a kind
of...memory eraser. It
makes you forget who you
are for awhile.

DAN:

I don't get it, Mr.
Conductor. What's that
got to do with the bees?

MR. C:

Well, when those bees
come to get pollen from
the flowers, they'll
get Lethe-dust on them.
Then they'll forget that
they're bees--and won't
sting anyone. Look-out!

SFX: SOUND OF BUZZING

(THEY BOTH DUCK AND COVER AGAIN)

DAN:

Mr. Conductor? I know
where their hive is.
It's in a big tree out in
the orchard. So why
don't we...

MR. C:

Sprinkle the whole hive?
Good thinking, Dan.
Terrific idea. I'll meet
you in the orchard.

why? like shooting a fly with
a cannon

(DAN DASHES OFF. MR. C FLICKERS OUT
OF SIGHT. PAUSE. STACY BUSTLES
IN, HUMMIN "TRY TO REMEMBER")

SCENE 1 (CONT'D)

STACY:

Try to remember a some-
thing September and if
you remember then swallow...
ow...

(SHE SPOTS THE FLOWERS, SMILES,
BENDS AND TAKES A GOOD
SNIFF--RISES, HOLDING ONE
FLOWER...AND HER SMILE GOES VACANT.
SHE LOOKS AROUND, THE EXPRESSION ON
HER FACE LIKE A BABY WAKING UP IN A
STRANGE ROOM)

STACY:

Where?...Who?...What?...
Am I?...Is this?.....

(SHE WANDERS AIMLESSLY, GAZING
AROUND)

CUT TO:

SCENE 2
(ARCADE)

(SCHEMER BUSTLES IN, AND BEGINS CHECKING HIS MACHINES...REMOVING NICKELS AND ENJOYING THEM AS HE INSERTS THEM INTO THE CHANGE MAKER ON HIS BELT. HE DOESN'T BOTHER TO LOOK UP WHEN HE HEARS STACY)

SCHEMER:

...ten, fifteen, twenty,
twenty-five...

STACY:

Excuse me, who are you?

SCHEMER:

Fine, thanks. Thirty,
thirty five...How are
you?

STACY:

Who am I?

SCHEMER:

No, I said, "How are
you?" I know who you are,
for Pete's sake.

STACY:

Where are we?

(HE TURNS TO HER, MIFFED)

SCHEMER:

Well, I was at either
thirty or thirty-five,
but now I have to start
over.

(A PASSENGER [WITH SUITCASE] AP-
PROACHES STACY)

SCENE 2 (CONT'D)

PASSENGER:

Excuse me, Ma'am?

(STACY TURNS, INTERESTED)

STACY:

Ma'am? Is that my name,
"Ma'am"?

(PASSENGER DOES TAKE--IS THIS LADY
ALL THERE?)

PASSENGER:

Uhhm...I don't really
know. But can you tell
me whether the Rainbow
Sun is on schedule?

STACY:

The Rainbow what?

PASSENGER:

You know, the train.
This is a train station,
isn't it?

STACY:

Is it?

(SCHEMER INTERVENES)

SCHEMER:

Hey, Pal! The Express is
right on time. It'll be
here in about..four min-
utes.

PASSENGER:

Thank you.

(PASSENGER WALKS AWAY)

SCENE 2 (CONT'D)

STACY:

(TO SCHEMER, IMPRESSED)

How did you know that?

SCHEMER:

How did I know it? How
did I know it? It's right
up there on the schedule
board...Hey, you aren't
kidding, are you?

STACY:

"Kidding"? No, I don't
think so. My name is
"Ma'am".

SCHEMER:

Wait a minute, let me get
this straight. You're
saying you don't know me,
and you don't know you?

STACY:

No, I'm sorry, I don't.
What did you say your
name was?

(CU SCHEMER AS IT HITS HIM. SHE'S
LOST HER MEMORY! THIS IS HIS BIG
CHANCE! HE MANAGES TO GET HIMSELF
UNDER CONTROL)

SCHEMER:

(AN ASIDE)

Oh, this is beautiful.

(TO STACY)

Uh...My name? It's
Schemer. Mister Schemer,
they call me. I'm sort
of...the head honcho
around here. The top
dog. The big enchillada.
The ramrod, the nabob,
the boss.

SCENE 2 (CONT'D)

STACY:

That's very impressive.

SCHEMER:

Yes, well, it's a gift,
really. A talent.
You've gotta be born with
it, I always say...

STACY:

And do you own this train
station?

SCHEMER:

Well, not exactly. I
mean, I do all the really
important work around
here. I should own it,
obviously.

STACY:

Yes, obviously.

DISSOLVE TO:

SCENE 3
(INT. JUKEBOX)

(DIDI IS LOOKING THROUGH THE PERIS-
COPE...GRACE APPROACHES HER)

DIDI:

Ooh that Schemer makes me
so mad!

TITO:

What's he up to now?

DIDI:

Stacy's lost her memory,
and instead of helping
her, he's trying to take
over the station.

TITO:

That's really rotten. But
look on the bright side,
Didi.

DIDI:

Like what?

TITO:

Think how much trouble
he's gonna be in when
Stacy gets her memory
back!

(THEY GIGGLE)

CUT TO:

SCENE 4
(MAINSET)

(A CONFUSED STACY, STILL HOLDING A FLOWER, ACCOMPANIES THE VERY EXCITED SCHEMER TO THE DOOR)

SCHEMER:

Stacy--I mean, "Ma'am"--
you just wait right
here... Take it
easy...don't strain
yourself trying to remem-
ber things. Gotta
go...Bye now...

(STACY STANDS WAVING GOODBYE--A GOOFY LOOK ON HER FACE)

STACY:

(TO HERSELF)

What a nice, thoughtful
person!

(DAN ENTERS, CASUALLY PASSES HER)

DAN:

Hi, Aunt Stacy.

STACY:

Who?

(DAN PUZZLED, STOPS, TURNS)

DAN:

Aunt Stacy--you know...
you.

STACY:

Oh, no. You have the
wrong person. My name is
Ma'am.

(CU FLOWER IN HER HAND)

(Miss Jones)

*when a name
refers to her
as Stacy*

Don't mind

SCENE 4 (CONT'D)

DAN(CONT'D):

Oh-oh. Did you smell that
flower?

STACY:

Why..yes. I remember
doing that. It's the
first thing I do re-
member...

DAN:

Oh, boy!

(HE GENTLY TAKES HER HAND AND LEADS
HER OVER TO SIT BESIDE HIM ON A
BENCH)

STACY:

Do I know you?

DAN:

Of course you know me.
I'm your nephew--Dan.

(SHE SHAKES HIS HAND)

STACY:

Nice to meet you, Dan.

DAN:

Oh, jeese, don't you
remember anything? You're
Stacy. Stacy Jones.
You're the manager at
Shining Time Station.

STACY:

Really?

SCENE 4 (CONT'D)

(MR. CONDUCTOR APPEARS)

MR. C:

Hi, Dan. Hello, Stacy.

(STACY SHRIEKS AND DASHES AWAY-
HIDING BEHIND THE INFORMATION
BOOTH)

DAN:

Stacy, no, come back.
It's....Sorry, Mr. Con-
ductor.

MR. C:

I admit, I don't look my
best today. But I don't
look that bad, do I?

DAN:

It's nothing to do with
how you look, Mr. Conduc-
tor. It's that powder of
yours.

MR. C:

The Lethe powder?

DAN:

Yeah. Stacy smelled a
flower, and now she can't
remember anything! Can't
you do something?

MR. C:

Oh dear! Well, it will
wear off in time, of
course...

DAN:

But can't anything break
the spell?

SCENE 4 (CONT'D)

MR. C:

Nothing I know of--they
do say going to sleep
helps to speed things
up..

ANGLE ON:

(STACY EMERGES FROM HER HIDING
PLACE, APPROACHES CAUTIOUSLY)

STACY:

How am I supposed to
sleep in a place full of
talking dolls?

MR. C:

Miss Stacy Jones, that's
just about enough of this
"talking doll business".
My name is Mr. Conductor,
and I've known you since
you were Dan's age. I
knew your parents when
they were Dan's age. I
live here, in the signal
house on this mural.

STACY:

Really? Truly?

DAN:

Aw, c'mon, Aunt Stacy!
You've gotta remem-
ber Mr. Conductor! You
two are friends. You
take care of each other.
Like the time he caught a
cold...

STACY:

Tell me what happened.
Maybe it will help me
remember...

little people
Leprachaun

SCENE 4 (CONT'D)

DAN:

Well, Mr. Conductor was
sneezing and coughing...

DISSOLVE TO:

CLIP--EPISODE #206--MR. C AND POP
UP BOOK-BANKED

DISSOLVE TO:

SCENE 5
(MAINSET)

STACY:

I hope you're feeling
better now, Mr.
Constrictor.

MR. C:

It's Conductor! I'm a
railroad man!

DAN:

He's magic, Aunt Stacy.
He can do anything.

STACY:

Can you disappear?

MR. C:

Oh, that's easy...

(MR. C POPS OFF AND ON AGAIN)

MR. C:

It's the reappearing part
that's hard.

STACY:

But where do you go?

MR. C:

Why, the Island of Sor-
dor, naturally.

STACY:

What happens on the
Island of...?

SCENE 5 (CONT'D)

DAN:

...Sordor. It's where
Thomas lives! And Percy,
and Duck, and...

MR. C:

Please, Dan...if I may.
Stacy, allow me to show
you...

(MR. CONDUCTOR BLOWS HIS WHISTLE)

EFFECTS DISSOLVE TO:

SCENE 6

"THOMAS ANTHEM" VIDEO

SCENE 7
(MAINSET)

STACY:

So that's Thomas, and he
lives on the Island of
Sordor?

MR. C:

Right.

STACY:

And this place is called
Shining Time Station.

DAN:

Right.

STACY:

(GESTURES TO ARCADE)

And what's that over
there?

DAN:

That's the arcade.
Schemer's Arcade.

(STACY WALKS TOWARD THE ARCADE--DAN
ACCOMPANIES HER)

STACY:

You mean "Mister
Schemer"? I think I've
met him. He's responsi-
ble and hard-working,
isn't he?

DAN:

That's not Schemer, Aunt
Stacy. He hardly ever
works. Unless he's work-
ing on some crazy plan...

SCENE 7 (CONT'D)

STACY:

What kind of crazy plan?

DAN:

Well, like the time he
had that auction, and you
got so mad at him...

DISSOLVE TO

CLIP--EPISODE 218--STACY YELLS AT
SCHEMER FOR SELLING HER THINGS-
BANKED

DISSOLVE TO:

SCENE 8

(MAINSET/TICKET COUNTER)

(STACY AND DAN APPROACH THE TICKET COUNTER--MR. C AWAITS THEM, STANDING ON THE COUNTER)

STACY:

Funny, that doesn't sound like the Schemer I know.. Kind, considerate...

DAN:

You really have lost your memory, haven't you?

STACY:

And who works here?

MR. C:

You do. This is where you sell train tickets, and give directions, and...

DAN:

...and you keep the train schedules up to date, and help people.

STACY:

I do? I mean, I'm glad to hear it, but...do I really help people?

MR. C:

I'll say! Why you've even saved people's lives!

STACY:

No!

SCENE 8 (CONT'D)

DAN:

You sure did! In the big
storm!

STACY:

What storm?

DISSOLVE TO

CLIP--EPISODE 210--STACY RESCUES
KIDS-BANKED

DISSOLVE TO

SCENE 9

(MAINSET/TICKET COUNTER)

STACY:

That sounds so exciting!
I can't wait to remember
all of that again! Will
it be soon?

MR. C:

Certainly. This is just
a temporary spell...I
hope.

STACY:

And sleeping's supposed
to help?

MR. C:

It might.

STACY:

Why don't I try taking a
little nap?

DAN:

Good idea. We'll leave
you alone for a while.

(MR. C VANISHES. DAN WANDERS AWAY.
STACY SITS DOWN ON A BENCH, CLOSES
HER EYES. A BEAT. SCHEMER ENTERS.
HE'S DRESSED--HE THINKS--LIKE A
BUSINESS MAN. IN FACT, IN HIS
OUTSIZED STRIPED SUIT, DARK SHIRT
AND WHITE TIE, GLUED-ON MOUSTACHE,
WHITE FEDORA AND SHADES, HE LOOKS
LIKE A CARTOON GANGSTER)

SCHEMER:

A-hem! Excuse me.
Ma'am?

SCENE 9 (CONT'D)

(STACY BLINKS AWAKE)

STACY:

Yes? Can I help you?

SCHEMER:

Yes indeed you can,
Ma'am. I am the personal
representative of the
esteemed Mister Schemer,
whom I believe you have
conversed with.

STACY:

Yes, but...

(SCHEMER PULLS OUT, WITH A FLOUR-
ISH, A DOCUMENT AND A PEN)

SCHEMER:

It is my belief--that is,
my client's belief,
that in recognition of
his outstanding honesty
that you intend to recog-
nize him as the sole
owner and operator of
this Station.

STACY:

Well, I did say...that
is, he said...I don't
remember...

SCHEMER:

No problem. Sign here,
Please!

(STACY SHRUGS, TAKES PEN AND PAPER,
SIGNS. SCHEMER TAKES BACK PEN AND
PAPER, AS SHE WANDERS, UNCONCERNED,
AWAY)

SCENE 9 (CONT'D)

SCHEMER:

Yes! Yes! Shining Time
Station is MINE!

(HE LOOKS AT THE PAPER. LOOKS MORE
CLOSELY. SHOUTS AFTER HER)

SCHEMER:

"Ma'am"! She signed it
"Ma'am"! Hey! Hey!
Stacy! Your name is
Stacy! I was just kid-
ding about your name
being "Ma'am"! Come
back....

CUT TO:

SCENE 10
(WORKSHOP)

(STACY ENTERS, DISCOVERS DAN)

STACY:

I couldn't sleep. What's
this place?

DAN:

(LAUGHS)

This is Billy Two Feath-
er's workshop. He's an
engineer.

STACY:

Do I know him?

DAN:

Sure. Everybody does.

STACY:

Billy Two Feathers.
What's he like?

DAN:

Well, he's hard to de-
scribe, you know? Like,
the first time I met him,
I thought he was kind of
scary.

STACY:

What happened?

DISSOLVE TO

CLIP--EPISODE 201--DAN CAUGHT IN
BILLY'S WORKSHOP-BANKED

DISSOLVE TO

SCENE 11
(WORKSHOP)

STACY:

Are there any other
friends of mine I don't
remember?

DAN:

Well, there's Becky.

STACY:

Becky?

DAN:

Boy, Becky would be
really upset if she knew
you'd forgotten her!

STACY:

Oh dear. Why is that?

DAN:

Because you're always
there to help her, I
guess. Like the time we
were all doing a play...

DISSOLVE TO

CLIP--EPISODE FROM STS III "FELIX'S
PLAY" (STACY HELPS BECKY WITH HER
LINES)-BANKED

DISSOLVE TO

SCENE 12
(WORKSHOP)

DAN:

And then there's Kara.
You must remember Kara!

STACY:

The name does sound fam-
iliar...who is he?

DAN:

She. Kara's a girl. Let's
see...She interviewed you
once for the newspaper.

STACY:

Really? I wonder what I
said...?

DISSOLVE TO

CLIP--EPISODE 214--KARA INTERVIEWS
STACY

DISSOLVE TO

SCENE 13
(MAINSET)

(STACY AND DAN LEAVE BILLY'S WORK-
SHOP, AND WANDER TO THE WAITING
ROOM)

STACY:

You know, I think that
spell may be starting to
wear off--this place is
beginning to look famil-
iar.

DAN:

That's great!

STACY:

But why does this room
remind me of...I know
this sounds silly...a
party?

DAN:

Maybe because this is
where we had your party.

STACY:

A party? For me? That's
a surprise.

DAN:

Yes, it was...

DISSOLVE TO

CLIP--EPISODE 209--STACY'S SURPRISE
PARTY-BANKED

DISSOLVE TO

SCENE 14
(ARCADE)

STACY:

Everyone here at Shining
Time Station sounds so
nice! What wonderful
memories I must have
had...I mean, I
have...that is, will have
soon..

DAN:

Any time soon, Mr. Con-
ductor said.

STACY:

Now, about this person
Schemer. What does he
look like?

(ANGLE ON)

(EAGER SCHEMER STILL IN COSTUME,
WITH PAPER AND PEN, IN BG)

DAN:

He looks like...like
you'd expect a guy named
Schemer to look.

STACY:

A floppy suit? A big hat?
A funny moustache? Sun
glasses?

(SCHEMER MANUALLY INVENTORIES
HIMSELF)

DAN:

No--but that is the way
he dresses when he's pre-
tending to be his own
lawyer...

(SCHEMER BEATS A HASTY RETREAT)

SCENE 14 (CONT'D)

STACY:

That does sound
familiar...is this his?
What is it?

(STACY INDICATES THE JUKEBOX)

DAN:

It's a jukebox. You pick
a song, put in a nickel,
and it plays it. But...

The song you pick is

STACY:

But what?

DAN:

Well, sometimes it plays
on its own, or it doesn't
play the song you pick. *ed*

STACY:

Let's put in a nickel and
see what happens.

(PAUSE)

(STACY PUTS A NICKEL IN THE SLOT)

CUT TO:

SCENE 15
(INT. JUKEBOX)

(AS THE COIN MAKES ITS WAY DOWN THE
CHUTE)

TITO:

We've got to play something
to help Stacy! Any
ideas?

TEX:

How about something
country? Like "I forgot
more that you'll ever
know about her"? / n

REX:

Or, "I forgot to remember
to forget"?

DIDI:

I heard it might help if
Stacy got some sleep...

TITO:

Didi, baby, you are
brilliant. Let's play a
lullaby.

TEX:

Something real pretty.

TITO:

We'll play a couple of
them. And a one. and a
two....

INTO PUPPET SONG:
"LULLABY MEDLEY"

(INTERCUT: STACY SITTING, CLOSING
HER EYES, SMILING, DOZING)

SCENE 16
(ARCADE)

(STACY SNOOZES ON A NEARBY BENCH.
DAN STANDS BY THE JUKEBOX. MR.
CONDUCTOR APPEARS ON TOP OF IT)

MR. C:
(WHISPERS) How's Stacy doing?

DAN:
(WHISPERS) Okay...The songs put her
to sleep.

MR. C:
(WHISPERS) That's good. Maybe when
she wakes up, she'll be
herself again.

(STACY STIRS, SIGHS IN HER SLEEP)

DAN:

We could play another
song. Have you got
a nickel?

MR. C:

I can do better than
that--I've brought back a
magic song. Stop. Look.
And listen to this magic
bubble.

(MR. C HOLDS OUT HIS HAND. MAGIC
BUBBLE)

EFFECTS DISSOLVE TO:

SCENE 17

SONG: "ISLAND OF SORDOR"

DISSOLVE TO



37

SCENE 18
(ARCADE)

(STACY BLINKS AWAKE, SMILES,
STANDS)

STACY:

Dan! Mr. C! Was I sleep-
ing long? Oh my goodness,
look at the time. The
Rocking Horse Special is
due from Snarlyville in
a few minutes!

(DAN AND MR. C EXCHANGE HAPPY
SMILES. STACY HEADS BRISKLY AWAY,
TURNS BACK)

STACY:

You know, I had the
funniest dream just now.
It was sort of...a dream
about ~~a dream. Or--about~~]
how dreams can come true.
But it was also about
memory--about how import-
ant it is to remember who
you are, and who your
friends are...and what
your dreams are...Does any
of this make sense to
you?

(MR. C AND DAN EXCHANGE LOOKS)

MR. C:

Absolutely, positively.

DAN:

Like he said.

MR. C:

Oh-oh!

SCENE 18 (CONT'D)

(HE QUICKLY VANISHES--BECAUSE SCHEMER ENTERS, STILL IN COSTUME, WITH HIS PAPER AND PEN. HE DECIDES TO GO FOR IT, APPROACHES STACY)

SCHEMER:

Pardon me, Ma'am...Mister Schemer was wondering if you'd mind signing this..

STACY:

Now there's another thing I remember!

(SCHEMER BEGINS TO BACK AWAY--STACY STALKS TOWARD HIM)

SCHEMER:

"Ma'am? I mean, Miss Jones...Hey...I was just kidding...Can't you take a little joke...

(STACY REMOVES HIS SUNGLASSES, HAT...PULLS OFF HIS MOUSTACHE)

STACY:

And it's also important to remember what kind of ...individual...would try to take advantage of a person for his own low-down...selfish...mean-spirited...

(STACY STANDS, HANDS ON HIPS, SPEECHLESS WITH RIGHTEOUS ANGER...SCHEMER SCUTTLES OUT)

SCENE 18 (CONT'D)

(STACY STANDS TREMBLING WITH
ANGER...DAN NEAR HER...SCHEMER RE-
ENTERS)

SCHEMER:

I take it that I should
tell Mister Schemer
you've declined his
offer.

(STACY TAKES ONE STOMPING STEP
FORWARD. SCHEMER CUTS AND RUNS.
STACY CAN'T HOLD IT IN. SHE BEGINS
TO GIGGLE, THEN TO LAUGH. DAN DOES
TOO)

(FADE TO BLACK)